Practice Parson's 8.1A

Practice Assignment

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Your grade: 0%

Your latest: **0%** • Your highest: **0%**

To pass you need at least 70%. We keep your highest score.

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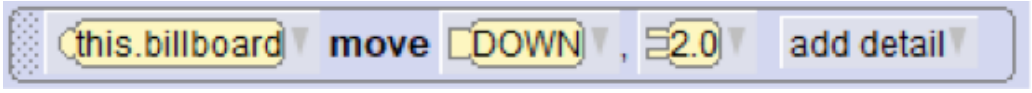
1. Write the **Scene** procedure named **changeScene.** This procedure does all the work to change a scene including making a scene dark, then moving the penguin and camera to that scene, and changing the look of the ground and sky, and then making the scene no longer dark. This procedure has two parameters, one named **penguinLocation** which is of type **SThingMarker** which is the location where the penguin should be in the new scene, and one named **cameraView** of type **SJointedModel** which is the location of the camera marker for the new scene. A black billboard has been added to the scene, placed about 2 units above and slightly in front of the camera, and the billboard's vehicle property has been set to the camera. 1 point

declare procedure changeScene with parameters: SThingMarker penguinLocation , SJointedModel cameraView
do in order

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